



Brute Force

Use each character's special ability to maximize destructive power. (Characters are shown below in order of appearance.)



TEX BERSERKER

Press the White ● button to have Tex wield both weapons simultaneously, cutting a swath through his enemies and wreaking devastation on the battlefield.



BRUTUS SPIRIT OF VENGAR

Press the White ● button to be empowered by the Spirit of Vengar, allowing Brutus to regenerate health, sense even hiding enemies, and crush them with a powerful charging attack.



HAWK STEALTH

Press the White ● button to engage Hawk's cloaking ability, letting her sneak up on her enemies, and then pull the Left trigger to slice them in half with her Powerblade.



FLINT ADVANCED TARGETING

Press the White ● button to activate Flint's auto-aim sniper targeting system and pull off precision shots on the fly with deadly accuracy.

Look for the action-packed prequel novel *Brute Force: Betrayals*, by Dean Wesley Smith, from Del Rey Books (<http://www.delreydigital.com>).



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Safety Information

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.



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Guardians of the Confederation

In the year 2340, cloning technology has made training and recruiting soldiers obsolete. The future of the Confederation, of humanity itself, is in the hands of the most skilled warriors of the age-warriors who can fight to the death and be cloned to battle another day.

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* For more information, see "The Team" on pages 12-15.

Survival Guide

MEDKITS Squadmates will seek out and use medkits on their own, but you can boost a squad member's health by selecting him/her in the Squad Command Menu and pressing the Black ● button.

UNDERSTANDING THE SQUAD Each squadmate fights differently; some are cautious, some aggressive. Learn how each member acts and use them accordingly.

SHARED INVENTORY If you pick up a medkit or grenade, remember that all members of your squad share a single inventory.

SWITCHING BETWEEN CHARACTERS Use the D-pad to change which member of *Brute Force* you control. Flank your enemies, scout ahead, or simply attack.

SQUAD COMMAND MENU Give commands to one or more squadmates simultaneously, boost their health, or direct them to use their special abilities.

For additional game tips, see "Getting Started" on pages 10-11.



The Controller

The button layout on your controller may differ slightly from the one shown here. Gameplay is exactly the same.

LEFT TRIGGER
USE INVENTORY ITEM

MOVE

PRESS AND HOLD
TO CROUCH

PAUSE/MISSION
OBJECTIVES

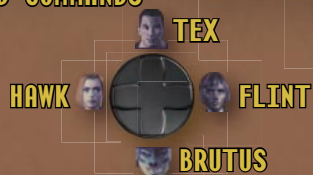
OPTIONS

SWITCH
CHARACTER

Press in any direction to switch character.

ISSUE SQUAD COMMANDS

STEP 1



Press and hold D-pad to select/deselect characters.

RIGHT TRIGGER
FIRE

RELOAD/ACTION

SWITCH WEAPONS

CYCLE ACTIVE ITEM
Press and hold to display full inventory.

JUMP

MEDKIT

SPECIAL ABILITY

AIM/LOOK AROUND

CLICK TO ZOOM

STAND GROUND



STEP 2

Then press the A, B, X, or Y button to issue command.

Squad Commands

You must maintain your squad's health and make wise decisions about deploying them to be successful.

SQUAD COMMAND TACTICS

SNIPER COVER Use the Stand Ground command to have your sniper take position and rain destruction on any enemy who fires at you.

THE FIGHTING UNIT When rushing into battle, issue the Fire at Will command and your team will begin saturating the area with weapon fire.

THE FIRE TEAM Send your squadmates to clear an area of enemies by using the Move To command.

REGROUPING Use the Cover Me command to bring your group together and move as a unit.

ISSUING SQUAD COMMANDS

For information on selecting squad members, see page 4. To issue a command, select one or more squad members and then press the appropriate button.



MOVE TO

Moves the selected squadmates to a specific location. Press **X** to flag the location with the Right thumbstick, and then press **A** to execute the command. Once in position, squad members switch to Stand Ground mode until given further orders.

STAND GROUND

The selected squadmates will stay at the current point, attack encroaching enemies, and warn you of invaders.

FIRE AT WILL

Squadmates behave more aggressively and proactively. Your squadmates will shadow you, fire at will, and may advance to scout or attack.

MEDKIT

Heals any selected squad member with available medkits.

TOGGLE ABILITY

Engages any selected squad member's special ability.

COVER ME

Puts squadmates in tight formation behind you. Squadmates only fire when you fire, or when fired upon.

Game Screen

HEALTH BAR

Once the health bar depletes, the character dies. Use medkits to restore health.

STAMINA BAR

The amount of stamina available to power special abilities. Stamina recharges over time.

RADAR

Red: Enemy
Green: Friendly
Gray: Neutral
Yellow: Objective
Black: North

LAST COMMAND

Displays last command given.

Yellow: Stand Ground
Red: Fire at Will
Green: Cover Me
Blue: Move To



FIELD TACTICS

In a firefight, always keep moving. A stationary target is dead meat.



WEAPONS

Equipped Weapon
Ammo Avail./Total

TARGETING RETICLE

Use the Right thumbstick to position the reticle over your target. A red reticle indicates an enemy.

INVENTORY

Currently equipped inventory item. Press **B** to cycle through and equip items. Pull the Left trigger to use items.

ACTIVE CHARACTER

The character you are controlling.

Getting Started

These are the basic skills you need to get a quick start in *Brute Force*.

MOVE Move the Left thumbstick in the direction you want to go.

LOOK Move the Right thumbstick to look around and select targets with the color-coded reticle. (A **red** reticle means you are looking at an enemy target, **green** means friendly, and **yellow** indicates the target is part of your mission objective.)

PICK UP ITEMS Run over ammo or equipment to pick it up automatically. Stand next to a weapon and then press and hold **X** to switch it with your current weapon (unless there is a size limitation). Some characters cannot use certain weapons.

SWITCH BETWEEN CHARACTERS Press the D-pad Up (Tex), Down (Brutus), Right (Flint), or Left (Hawk) to select the corresponding character.

GIVE SQUAD COMMANDS Press and hold the D-pad to pause the game (single-player campaign) and enter squad mode. Press the D-pad again to choose the character or characters you wish to issue a command to, and then press the colored controller button that corresponds to the order you wish to issue.

SNIPE Certain weapons may be equipped with a sniper scope. Click the Right thumbstick button to use the scope. For Flint, a second click of the Right thumbstick button will zoom in further on some weapons. Click again to return to normal view.

SPECIAL ABILITY Press the White **○** button to use the currently selected character's special ability. When the character's stamina is expended, the special ability terminates. For more information on special abilities, see "The Team" on pages 12–15.

GRENADES AND INVENTORY Pull the Left trigger to use the currently selected inventory item. If you have a grenade selected, you'll toss a grenade. Aim high to throw a grenade over obstacles, aim low to hit closer targets; pull and hold the Left trigger then release for more distance on your throw.

EQUIP INVENTORY ITEMS Press **B** to cycle through and equip inventory items. Press and hold **B** to see a list of all inventory equipment (the inventory is shared by all four characters), using the Left thumbstick to cycle to the desired choice.

WATCH YOUR HEALTH Retreat if the health bar becomes too low. Use a medkit from your inventory to restore health. The squad will use medkits on their own, but will always leave one for your use.

MONITOR THE STAMINA BAR When the stamina bar depletes, the character's special ability terminates. The less energy you use, the more quickly it replenishes (for example, avoid running).

WATCH YOUR RADAR Your radar displays enemy contacts near your squad's location and also the direction of your objectives.



The Team



BRUTUS

SPECIES, GENDER Feral, male.

ROLE Shock trooper.

SPECIAL ABILITY

Spirit of Vengar Brutus can call upon the power of the Feral deity Vengar. While infused with this supernatural power, Brutus can charge his enemies, killing them instantly.

SKILLS

Sense of the Beast He can sense enemies and traps, and perceive things others might miss.

Spirit Warrior In Spirit of Vengar mode, Brutus can regenerate his health, see a creature's essence, and become more resistant to damage.

As a warrior, Brutus is a lethal mix of speed, stealth, and strength. When not pursuing mission goals, he will typically back up the operatives, working to flank or rush an engaged enemy. Brutus picks his fights wisely. He'll call for help if it's too much for him to handle, and retreat if he starts to lose a fight. However, if another squadmate is still in the fray, he'll refuse to leave. Although he can carry a single heavy weapon, his weapon of choice is the rifle, and he always has at least one.



FLINT

SPECIES, GENDER Human synthetic, female.

ROLE Sniper.

SPECIAL ABILITY

Advanced Targeting Flint raises her rifle, ready for any target to show itself. While in this mode, Flint will automatically target any enemies that are within a wide area in front of her. Flint cannot reload while using this ability, and will drop out of Advanced Targeting if she runs out of ammo.

SKILLS

Air Recycling Flint's synthetic body does not require air to operate, and she is resistant to gas-based attacks.

Threat Analysis While in Advanced Targeting mode, Flint's enhanced combat abilities display the current health of the enemy within her sights.

Advanced Sniping Advanced synthetic eye implants allow Flint to zoom farther with sniper rifles than any other character, and to take out most combatants with a single, well-placed headshot.

Flint is a sniper whose augmented abilities give her lethal accuracy with any weapon. Her preferred weapons are sniper rifles and pistols. Flint cannot use heavy weapons. She is supremely confident in her ability, yet she is the voice of cynicism. Flint adopts a cautious hunting style of combat—she prowls close to walls and tries to position herself high above the enemy, picking them off with ease.

The Team



HAWK

SPECIES, GENDER Human, female.

ROLE Scout.

SPECIAL ABILITY

Stealth Hawk can move without making a sound—she is virtually invisible. She is difficult to detect, except when firing a weapon; excellent for sneaking behind enemy turrets and taking them down.

SKILLS

Powerblade Hawk carries a deadly Powerblade that is designed to silently eliminate targets. Although most effective when striking unseen from behind her target, it can be used as an assault weapon. Equip and use the Powerblade as you would an inventory item.

System Bypass Hawk's tech skills enable her to bypass computer and electrical systems that would otherwise sound alarms.

Awareness Hawk possesses a level of awareness that allows her to see things that others miss.

Hawk is an adept, careful scout, and believes in gathering facts before bulldozing in—a tactical style that sometimes puts her at odds with Tex. Hawk is the fastest and quietest member of the team. She has the least armor and cannot carry large weapons.



TEX

SPECIES, GENDER Human, male.

ROLE Heavy assault trooper.

SPECIAL ABILITY

Berserker Tex fires both weapons at once. Tex cannot reload while using this ability.

SKILLS

Assault Gear Tex uses the heaviest armor and weaponry of the team.

Explosives Disarmament Tex can disarm enemy explosives, from simple explosives and mines to complex devices.

As an operative, Tex is a bruiser. When left solo in a firefight, Tex will methodically seek and destroy. Nothing pretty about it; he'll try to outgun anything he sees. Tex fights with rifles, cannons, missiles, and other heavy weapons. He scorns light weapons and would rather throw a pistol than fire it.

Weapons

Listed below are some of the weapons you'll find as you progress in your mission. You may also find weapons or items not listed here.

BALLISTIC WEAPONS

Solid projectile weapons dispense damage by firing good old-fashioned bullets (or razor-sharp discs) at high velocity through a muzzle.



FOLEY 356 TACT

The Foley 356 is a sleek, extremely effective handgun.



L-SHOT-50

The standard Confed-issue ballistic rifle fires high-caliber lead slugs.



RV650 MINIGUN

The minigun is a miniature version of a vehicle-mounted machine gun; as a personal weapon it is anything but "mini."

RAIL RVR

Rail technology uses two parallel copper rails and an electric current to launch a projectile at well beyond Mach 2.



RAIL CLVR

The rail cannon is a bigger version of the rail rifle.

FERAL CUTTER

The traditional weapon of Feral warriors, the cutter fires razor-sharp discs at high velocities that ricochet off objects.



GRENADES

Some grenades cause more damage than others. Any grenade is good for softening up the enemy and taking a few of them down.

GAS GRENADE

The gas grenade releases a cloud of poisonous gas when it explodes.



FRAG GRENADE

The shrapnel grenade explodes sharp hot metal shards on the enemy.



FIELD TACTICS

Listen to what your squad members are telling you, especially Hawk and Brutus. They can detect enemies before they appear onscreen.

Weapons

ENERGY GRENADE

Because of the energy grenade's burst effect that can damage multiple opponents, the grenade toss doesn't require pinpoint accuracy.



IKHAN-GPL GRENADE LAUNCHER

The iKhan fires cluster grenades that pepper an area with shrapnel bomblets.



MISSILES

Missiles are self-propelled projectiles. Save these powerful weapons for when you need massive destruction and aren't worried too much about collateral damage.



SWEEPER V MISSILE CANNON

An apparatus that fires standard missiles with a three-meter burst radius.



THERM SWEEPER MISSILE CANNON

This missile cannon fires multiple thermalite warheads that can track targets.



FIELD TACTICS

When using a missile cannon, aim at the ground near the enemies' feet, rather than attempting a direct hit. The explosion will take out most enemies if you hit your spot.

LASER WEAPONS

Laser weapons are the most commonly used weapons by Confederation warriors. They make little noise and have high accuracy. Laser weapons regenerate their charge, so you won't run out of ammo!

CONFED LZR-10 LASER PISTOL

Good punch, low noise factor, and minimal recoil make the laser pistol a good stealth weapon.



CONFED LZR-23 LASER RIFLE

The ubiquitous laser rifle is the basic-issue rifle for Confed troops.



CONFED LZR-50 LASER CANNON

The laser cannon's giant beam is large enough to cause serious damage without tremendous noise or recoil.



Items

Press **B** to cycle through and use any of these items from your inventory. Pull the Left trigger to use the equipped item. Listed below are some of the items you may find as you play *Brute Force*:



MEDKIT

A medkit will heal some of the damage you may have taken.



SENTRY BOMB

Equipped with a motion sensor, the sentry bomb explodes when something enters its proximity radius. Tex can disarm sentry bombs.



ROLLING BOMB

The rolling bomb speeds to the nearest enemy target. It will even adjust its trajectory to follow the enemy. The rolling bomb detonates eventually whether it reaches its target or not, but it can follow an enemy around corners.

ORGANIC SENSOR

The organic sensor is a vision aid that will allow the wearer to detect signs of life when visibility is otherwise compromised. Brutus cannot equip the organic sensor.



Extras

Some items are activated immediately when touched. They may be found in secret or well-defended places. Some of these items include:

BRIEFCASE

Edward Kingman's bribery extends throughout the system. His favorite method of payment is to provide a briefcase full of cash. If you find a briefcase, be sure to pick it up because it will increase funding for that mission.



DNA CANISTER

Genome sequences can be found in hidden or protected places throughout the Ulysses system. Collect them to unlock extra characters for deathmatch play!



GARO FRUIT

Found only on Ferix, the garo instantly cures wounds.



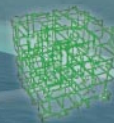
PSYCHIC RUBY

Carried by Seer Priests, the psychic ruby contains neurotransmitters and provides a burst of healing to anyone holding it.



MEMORY CHIP

When an operative dies, a memory chip containing the operative's memories can be recovered from the body to make the cloning process easier and cheaper.



Enemies

SEER PRIESTS

The Seer Priests are the overseers of Shadoon's army of followers. They are tyrants who persistently denigrate the followers, and have no problem with sacrificing others for Shadoon's cause. These fanatics attack your team on sight with a powerful psychic blast.



MUTANTS

Mutants are the downtrodden minority of Caspian. They are bitterly enraged by conditions in their filthy slums and toxic labor factories. They agitate against the Confed and its agents, set traps, and fight like cornered rats.



EDWARD KINGMAN

For the past forty years Edward Kingman has dominated trade in the Ulysses system through supplying materials, especially sootrock, to the Ferguson colonists on Caspian. He may be rich, but he's dirty. If there's something rotten going on anywhere in the Ulysses system, Kingman is probably in on it.

FERAL OUTCASTS

Outcasts are Feral warriors who have been banished for crimes against the clan. Some are recruited by the Seers, who twist the Outcasts' minds and bodies with their psychic powers and mind-powered machinery. As minions of the Seers, Outcasts are dangerous and vicious killers, warped to serve Shadoon's purposes.



CASPIAN SUBVERSIVE MILITIA

Some members of the Caspian Militia have been corrupted by promises of wealth and power, and now owe their allegiance to Edward Kingman. They are equipped with state-of-the-art Confederation weaponry, and they are well-trained in militia tactics, which makes them both treacherous and deadly.

SHADOON

Shadoon is a powerful religious figure among the Seers. He believes he is the messenger of his gods, and that judgment day for the Confederation is due. He is a religious zealot who thinks nothing of murdering his own followers, who gladly give up their lives to act as living batteries for Shadoon's machinery.



Selecting a Game

CAMPAIGN

To play *Brute Force* in story mode, start a new campaign or continue an existing campaign. Play solo or allied with other players! A silver medal will be awarded for simply completing the mission; gold for having a perfect score. Different medals are awarded based on difficulty level.

CALL IN REINFORCEMENTS

Sometimes, when the action is hot and heavy and the bad guys are bearing down, you need a skilled ally. You can play *Brute Force* with up to three friends.

1. Your ally (or allies) can join in your current game by pressing the START button on any additional controller connected to your Xbox console. You can even connect the controller while the game is in progress and then press the START button to join.
2. The game starts in split-screen multiplayer mode.
3. New players will select an existing profile (or choose a default profile) and then select a squad member to start playing.

All players will be able to switch between the game-controlled squad members, just like when playing solo (unless there are four of you).

DEATHMATCH

Select a map and your favorite *Brute Force* character, and then join in a frenetic free-for-all against up to three other players!

Deathmatch can also be played as a team. You'll select a profile, a character, a team, and then join the battle.

SQUAD DEATHMATCH

Who will claim the glory of being the best field commander? Test your command skills against up to three other players in squad deathmatch.

You'll start by selecting a profile. Squad members do not respawn, and the last warrior standing wins. Squads other than Brute Force are available, but must be unlocked by retrieving DNA canisters.

SYSTEM LINK PLAY

Up to eight players can engage in multiplayer mayhem by connecting up to four Xbox consoles with Xbox System Link cables or, for network play, an Ethernet hub and cables.

1. Connect your Xbox consoles with a System Link cable.
2. Select Campaign, Deathmatch, or Squad Deathmatch from the Main Menu.
3. Select Host Session or Join Session.
4. Each player must press START or **A** to select a profile and then join the game. Select the game type you'd like to play.
5. Press **A** to begin.



FIELD TACTICS

To pause the game in a single-player campaign, use the START button, BACK button, or the Squad Command Menu; in a multiplayer campaign, use the BACK button. You can't pause the game in deathmatch, squad deathmatch, or System Link.

Selecting a Game

OPTIONS

Set preferred options in *Brute Force* by creating a profile. Profiles allow you to save controller options, game stats, and other player preferences. The Options Menu also allows you to customize sound FX and music volume levels, and download content.

DOWNLOADABLE CONTENT

If you're an Xbox Live™ subscriber, you can download the very latest *Brute Force* pandemonium (including new levels and more) to your Xbox console.

1. Select Options from the Main Menu.
2. Select Downloadable Content from the Options Menu.
3. Follow the onscreen prompts.

Note: For System Link, each linked Xbox console will need to have downloaded the content separately for this content to function. System Link does not support multiregion or multilanguage play.

Visit www.xbox.com/bruteforce for news, updates, and more.



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Warranty

LIMITED WARRANTY FOR YOUR COPY OF XBOX GAME SOFTWARE ("GAME") ACQUIRED IN THE UNITED STATES OR CANADA

WARRANTY

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

RETURNS WITHIN 90-DAY PERIOD

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For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA
In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

XBOX GAME TIPS (AUTOMATED): AVAILABLE 7 DAYS A WEEK INCLUDING HOLIDAYS, 24 HOURS A DAY.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

XBOX GAME TIPS (SUPPORT REPRESENTATIVE): AVAILABLE 7 DAYS A WEEK INCLUDING HOLIDAYS.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes. For more information, visit us on the Web at www.xbox.com.

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